

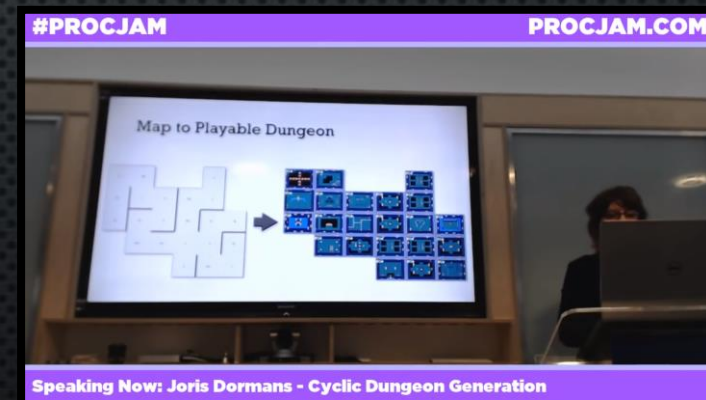
# PROCJAM PRESENTATION

MAKING 2D RPG DUNGEON USING PROCEDURAL GENERATION

HUNG HONG – IMGD 4100

# INSPIRATION

- MANY OLD FAVORITE GAMES
- VIDEOS FROM PREVIOUS PROCJAM
- READING ASSIGNMENTS





# INITIAL IDEA

- "A WORLD WITHIN A BOX"
- 6 MAZES THAT ARE CONNECTED SIMILAR TO DIMENSIONS INSIDE A BOX
- MAZES ARE PROCEDURAL GENERATED
- **PROBLEM:** TOO COMPLEX & TOO LITTLE TIME!



# CURRENT IDEA

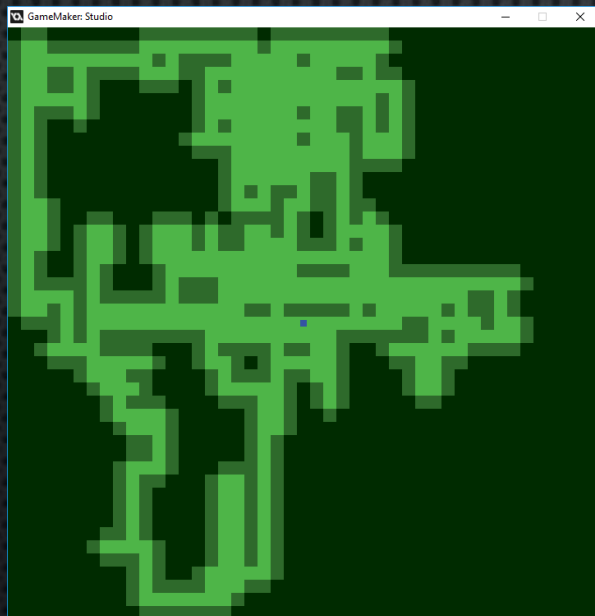
- 2D DUNGEON GAME
- FIND THE EXIT WHILE SURVIVE
- MAZES ARE PROCEDURALLY GENERATED
- INTERACT WITH NPCs / ENEMIES
- AI FOR ENEMIES





# PROGRESS

- MAP IS PROCEDURALLY GENERATED!
- FILLING SPACES ALGORITHM – 2D RANDOM WALKS



# PROGRESS

- CHARACTER CAN TRAVEL AROUND THE MAZE!
- COLLISION WITH WALL — DONE!





# WHAT NEEDS TO BE DONE

- OBJECTS SPAWN IN THE MAZE (ENEMIES, NPCs, ITEMS, ...)
- EVENTS MANAGEMENT AND AI BEHAVIOR OF OTHER OBJECTS
- MORE ACTION COMMANDS FOR PLAYER (SHOOT, SAVE, ...)
- GRAPHICS & MUSICS/SFXs
- APPLY PARAMETERIZED CONTROL SYSTEM
- MORE FEATURES AS DEVELOPMENT IS ONGOING





THANK YOU FOR YOUR LISTENING

ANY QUESTION?